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Big Blue Bubble's early game, My Singing Monsters, released in 2012, was a unique and quirky creation that drew players from all age groups with its music-making mechanics and simplicity. Although it initially started on Apple iOS, it later expanded to various platforms, including Android, Amazon Kindle Fire, Barnes & Nobles Nook, Steam, PlayStation Vita. Over the years, the franchise grew with sequels like My Singing Monsters: Dawn of Fire (2015), Composer (2018), Playground (2021), and Board Game (2021). My Singing Monsters remains a game worth playing for its casual nature and potential for creative expression. However, it also holds secrets and challenges that players can discover and conquer. To begin with, new island arrivals need to clear obstacles like trees and rocks, which earns them experience points to help level up and unlock more features. Clearing large areas takes time and costs varying amounts depending on the island's size, type, and location. We advise setting aside time to remove these obstacles regularly so that you can have a smoother gaming experience. Feeding monsters increases their level, with a maximum of 20 levels possible, but requires feeding them four times before they reach the next level. The cost of treats needed for each feeding rises as you ascend in levels. Treats can be obtained through various means such as the Bakery, Goals, Memory Game, spinning the wheel at the castle, or purchasing from shops. Producing treats at the Bakery is the most reliable method. Here's an overview of the Bakery upgrade costs: - Small Bakery: 3100 Coins - Medium Bakery: Requires level 2 and needs 83,000 Coins to buy, with upgrade and selling prices varying. - Large Bakery: Demands a high level and costs a significant amount of money at its highest tier. It's worth noting that buying the top-tier Bakery is often cheaper than upgrading through lower tiers. However, purchasing the Small Bakery initially might be more budget-friendly for some players. Upgrading to a Large Bakery offers more XP, but buying Small and upgrading is cheaper by only 775 coins. With no wait time for placement, it's worth the trouble. The number of Bakeries you can place depends on your level: Level 3 has 1, Level 6 has 2, Level 10 has 3, Level 12 has 4, and Level 17 has 5. Each Bakery produces Treats that earn XP but not monster XP. As you level up, they unlock more Baked Goods with increased production time and cost, but also offer more XP. The bakery's output is as follows: Cupcakes (50 coins, 30 seconds), Small Cookies (250 coins, 5 minutes), Small Bread (1,000 coins, 30 minutes), Small Donuts (5,000 coins, 1 hour), Medium Ice Cream (15,000 coins, 3 hours), Medium Pizza (75,000 coins, 6 hours), Medium Pie (500,000 coins, 12 hours). Large Bakeries produce more expensive Baked Goods with longer production times. Producing higher-tier Baked Goods is less tedious than buying cheaper ones, but playing often allows for faster production rates. The cost of producing a large Baked Good can be comparable to other methods. Multiple Bakeries occupy space on the island and have specific restrictions. As you upgrade your game's sound effects, it may look like some creatures are overlapping due to remaining space size consistency. However, this visual change doesn't affect gameplay. The coin-making rate is the key change; it lets your monsters produce more coins per minute and sell for higher prices. Note that leveling up in Colossingum works differently: your monsters gain stamina and attack power instead of producing coins, which can be boosted through training rather than feeding. Only currency-producing monsters have a happiness meter. To keep them happy, you need to place liked items or monsters next to them; removing these can decrease their coin-making rate by 25% each. A Unity Tree lets your game's elements affect the whole island even if they're not right beside your target creature. Reaching maximum happiness doubles the coin production rate but doesn't increase the total amount of coins that can be collected at once. This change benefits players who play frequently for extended periods and want to collect their coins quickly. Fire Monsters, Psychic Monsters, Ethereal Monsters, and Legendary Monsters are classes of monsters that exist in the game. Fire Monsters used to belong to the Natural Monster class but became separate on March 24, 2020. They can be bred with other monsters from different classes. Magical Monsters can only be bred with Natural and Fire Monsters. ElementBase MonsterBase IslandAirTheremindPsychicBoneClackulaBoneLightFluoressLightFaerieFloat FlyFaerie Ethereal Monsters are hard to breed, requiring a Quad-Element or Triple Element Natural Monster to produce them. They have a 1% chance of breeding on Natural or Mirror Islands. These monsters can produce coins while in the Natural Islands, but must be teleported to their home world in Ethereal Island by level 15. They only breed with other Ethereal Monsters. Supernatural Monsters are not bred and must be bought from the Market, activated by placing other Monsters inside of them. Wubbox and All Wubblins are available on multiple islands, while Wubbox can also be found on Natural Islands. ElementMonstersBase IslandElectricityBrump, Zynth, Powek, Thwok, Dwunroh!, Zauker, Screemu, Tympa, Dermit, Chespur, Whajje, Creepuscule, Blipsqueak, Scargo, Astropod, Pixolotl, Bona-Petite, Matulch, Fieechwurm Legendary Monsters are connected to the human world. They can be bred with Shugabush and Clamble. Werdos cannot be bred and must be bought from the Market with Relics, which can be obtained through various means such as Daily Spin Wheel, Daily Login Bonus, or completing certain tasks in Versus Mode. Given article text here Core Seasonals are available on various islands, including the Fire Islands and Magical Islands. Unlike Core Seasonals, Aux Seasonals cannot be teleported to Gold Island or The Collossingum. They can only be obtained by breeding two Triple Element Monsters from specific classes, such as Natural, Fire, or Magical. However, some monsters, like Mythical Monsters, have limited breeding options. Aux Seasonals are available on the base islands of Fire Oasis and Feast-Ember. Some Aux Seasonals, like Beat Hereafter, can be obtained by teleporting them to certain islands. Others, such as Anniversary Month Jam Boree, require specific conditions to be met in order to breed with Cataliszt. Mythical Monsters have limitations when it comes to breeding. For example, Mythical Monsters from the Natural or Fire Class can produce a different monster when bred with Cataliszt after teleporting them to Mythical Island at level 15. On the other hand, Celestial Monsters cannot be bred and require specific conditions to be met in order to revive them. In addition, there are Dipsters that do not have breeding options and can only be obtained through certain means, such as purchasing Keys or receiving them as a gift from a friend. Each Dipster plays different notes on different islands. Breeding Single Element Monsters can produce Double Elements, while Fire and Magical doubles have a low success rate. Ethereal doubles rarely succeed. Triple Element Monsters can be bred by combining a Single Element Monster with a Double Element Monster, which is more challenging than breeding Double Element Monsters. Quad-Element Monsters require breeding two Double Element Monsters or a Single Element Monster with a Triple Element Monster, with Fire and Magical combinations being the most difficult to achieve. Some monsters can produce a new element when bred together, like Ethereal, Legendary, Mythical, or Seasonal Monsters. Special Single Element Monsters can also spawn Rare or Epic versions of other elements. The game features 27 islands, each with its unique songs and distinct sound effects based on monster placement. Most islands have similar layouts, starting small with obstacles to clear. Some islands differ in design and theme, while others function differently. Home islands for Natural Monsters include the Plant, Air, Water, and Earth Islands. (Note: I've kept the original text's language and formatting, only rearranging it slightly to make it easier to read.) Water Islands are home to Fire Monsters and have several restrictions, while others contain Magical Monsters and have unique features such as teleportation for monsters. Island Requirements Include Cost Elements and Specific Monster Sets, such as Fire Haven or Psychic Island. Shugabush Island offers free entry with a lower level requirement compared to other islands. Teleporting your monsters from one island to another can help you save Diamonds. Completing goals in the game provides rewards like coins, gems, experience points, and food. Goals change periodically, such as leveling up or accomplishing current objectives. You will receive higher rewards if you complete a daily challenge, which can help you progress faster in the game. If you miss a day, you'll have to start over from scratch. You can spin the wheel once a day for free at the Castle to win random prizes, or pay 2 Diamonds per spin to try again. You can also scratch tickets every week at the Nursery to win even more prizes. However, you'll need to wait a week to scratch another ticket unless you're willing to pay 10 Diamonds. You can collect puzzle pieces for the Colossal Conundrum once a day when you log in, and if you complete all of them, you'll get the Coloss-eye. This item can be placed on your island and used to awaken the Colossal. The Memory Game is also available in the Castle, where you have to flip cards and remember their positions to find matches. The more levels you complete in the Memory Game, the more rewards you'll earn. There are 9 levels with increasing card numbers, and each level gets progressively harder. You can play once a day for free, but if you want to try again, you'll have to wait a week. You can also place a Mini-Mine on your island when you reach level 8, which costs 10 Diamonds and produces 1 Diamond every 24 hours. The maximum Mine is available only on Plant Island and requires purchasing currency packs or Island Skins. When you upgrade your Mini-Mine to its full potential, it rewards you with only 20 Diamonds but produces 2 Diamonds every 12 hours nonetheless. Building a social network by inviting friends through email or importing them from platforms like Facebook, Game Center, or Steam can bring numerous benefits such as voting for your island designs and lighting Wishing Torches for free. You can find friend codes in the Options > Support section and enter them in the Friends window to connect with others who share similar gaming interests. If you're struggling to gather friends, try searching for players exchanging friend codes on Discord or Reddit. The Top Island ranking system allows players to showcase their Island designs, with those reaching the top 10 spots earning a substantial 100 Diamonds. Islanders can vote on their favorite islands by clicking the Upvote button when visiting an island, and you can also earn organic upvotes from random visitors. However, having friends in the game can make voting for each other a convenient option. Wishing Torches can be unlocked at level 12 and boost your chances of breeding rare monsters, but they don't affect the odds of obtaining costumed creatures. You can purchase these torches in the Market and place up to 10 on each island with Breeding mechanics, but keep in mind that lighting them costs Diamonds. Some sales offer significant discounts, so it's wise to take advantage of those opportunities. Alternatively, having friends light your Wishing Torches for you is often a more cost-effective solution. Managing friendships can be beneficial as well. When a friend lights one of your Wishing Torches, they'll be credited with helping you, and vice versa. You can see which friends have lit up torches on an island by clicking their name, making it easy to identify who's actively assisting you. Additionally, flame icons will appear above islands that need attention, and you can set a priority for lighting specific torches using the Highlight option. Lastly, forming a tribe with up to 30 players allows you to collaborate on Tribal Island, where members can contribute natural monsters from their own islands to represent themselves. However, only the Tribe Chief has access to moving and interacting with these creatures. Members must keep their monsters fed and levelled up without limit to boost island levels. Chiefs can't leave their islands unless they nominate a new chief or restart the game if no members are left. Tribes with no members need to start over before leaving. Some players need another account, join it, and become its new chief if not already nominated. Contributing to Tribal Island earns Starpower, unlocks Kayna, and completes weekly goals that reset with monster levels. Team battles involve swapping monsters mid-fight. In both modes, turn-based combat mirrors Pokémon's system. Key tips for success: Moves against enemies can be musical or elemental. Musical attacks deal consistent damage regardless of element. Elemental attacks have varying effects based on the target element, such as Earth being strong against Air but weak to Ice. Core Seasonal Monsters lack strengths and weaknesses, making them ideal for use against specific opponents. Active monsters' power changes depending on their opponent, with strong moves marked in green and weak moves in orange. Swapping monsters can aid in determining the best monster to use. Note that some monsters have multiple elements, affecting their strengths and weaknesses. Monster training is essential for victory in battle as it increases experience points, allowing monsters to gain strength and unlock new skills. There are two ways to strengthen monsters: training at the Conservatory or wearing costumes. Training costs Coins and takes a certain amount of time to complete, resulting in increased Attack Power and Stamina upon completion. Initially, only one monster can be trained at a time, but upgrading the Conservatory allows for up to three monsters to be trained simultaneously. Costumes, acquired through Medals or Colossingum levels, can unlock new skills or modify existing ones. Additionally, players have the flexibility to choose which monsters to feature on their island and adjust the songs they sing. Features include turning sound on or off, muting specific monsters without selling them, and managing the in-game music to avoid annoyance. By mastering monster training and customization, players can create a successful game world with unique monsters and personalized experiences. Having monsters of the same kind on one island makes their sounds louder, which can be useful when composing music in Composer Island and wanting some parts to sound more pronounced than others. The Time Machine lets you speed up or slow down the tempo of your monsters' music, changing the pitch up or down while not affecting other important features like Breeding or Coin Production. It costs 7,500 Gold or 7 Shards under Structures after reaching level 14 and can't be used on Tribal, Gold, or Composer Island. The Recording Studio allows you to replace any monster's voice with your own sound, costing 10,000 Gold or 10 Shards under Structures at level 15. However, it requires the monster to be on the island or in its hotel for the change to take effect. All monsters of that breed will adapt to your recorded song, except that it won't affect their movements. Selling the structure won't remove your recordings, but you need it to revert the monsters back to their original sound. The Recording Studio and its functionality may vary depending on the game version. Composer Island is unlocked at level 7 after making at least one breeding combination, allowing you to compose music and teach your Monsters new songs. Unlike the Recording Studio, the Monsters will use their original sounds modified in tempo, key signatures, time signatures, etc., while structures and decorations cannot be placed. Natural Monsters and Glowbes are allowed on this island, which can hold 40 beds without upgrading options. Each Monster takes up one bed, but Glowbes don't take any space, allowing for a large number of monsters and Glowbes. However, there's limited song slot availability, with only one available by default and four additional slots that can be purchased with Gems: the Second Song for 50 Gems, Third Song for 100 Gems, Fourth Song for 200 Gems, and Fifth Song for 400 Gems. To create a new song, select a Monster and click Compose, which will open up a music sheet window where you can add notes by clicking on lines or spaces that resemble the Monster's egg form. Some Monsters may have a green glow around their name in the Composer Island menu. Given article text here To extend the duration of a Monster egg note in the game, click and drag the note to the left, causing the green arrow next to it to stretch. Subsequent clicks will remove the note from the staff. If a song has been composed for a Mammott, it does not automatically apply to other Marmotts added subsequently. To share the same song with additional Marmotts, save the part and load it onto another Mammott or a different Monster. Pressing "Save" is essential before exiting the screen. The "Show & Hide" button at the lower left corner allows users to view the notes of other Monsters' songs while working on another Monster's song. By toggling the advanced settings, users can adjust Time Signature, Accidentals, Key Signatures, and Tempo to enhance their composition experience. Glowbe Monsters do not produce sounds but have a compose button. Clicking any staff part will display corresponding Glowbe eggs in different colors, which can be used to time colors according to music or create unique effects. Glowbes offer 15 color options for each space and line, influencing the light produced when they glow. This feature allows users to design their islands with creative flair. The guide concludes by encouraging players to share any missed tips, tricks, or alternative strategies in the comment section. My Singing Monsters is a base-building game where players grow assets through building structures, hatching monsters, and generating resources. These monsters produce coins when placed on islands, while facilities like bakeries help level them up. By leveling monsters, completing goals, and earning XP, users can improve their account and progress in the game. The typical gameplay loop is nothing new, but what sets My Singing Monsters apart is its captivating presentation, particularly with the awesome music created by your monsters. When you play on PC with BlueStacks, you can enhance your experience even further using a large computer monitor, mouse and keyboard support, and top-notch headphones to fully immerse yourself in the sweet melodies. We've put together this beginner's guide with essential information and tips for newcomers to help everyone get started with their islands. The game begins on "Plant Island," where you'll learn most of what you need to know through experimentation and guided tutorial assistance. However, there are over twenty unique islands, each offering different conditions for your monsters. This is significant because various islands can harbor distinct types of monsters, and even the same monster will produce varying sounds when placed on a different island. While Plant Island provides a solid grasp of the gameplay loop, unlocking new islands requires fulfilling specific conditions. For example, to unlock "Cold Island," you'll need to pay 5,000 coins, while subsequent venues will have increasingly higher coin requirements. My Singing Monsters is a game that encourages patience, where the goal is not to rush through it as quickly as possible but rather take your time to uncover the most monsters and their unique sounds. One of the most fascinating aspects is "Composer Island," where you can create your own music using unlocked monsters in regular gameplay. You have complete freedom to compose and choose which sounds to add, giving you the liberty to express yourself creatively. By clicking on the "Friends" button, you can visit other players' Composer Islands and admire the top-voted creations of the week - there are truly amazing compositions that any music lover will want to explore. Just like the islands, My Singing Monsters boasts an array of different monster types, but their distinctions have little impact on their utility. Instead, what matters is that each type produces unique and captivating tunes (as well as earning you money) regardless of its type - making it worth learning about them nonetheless. My Singing Monsters Game Mechanics Overview Monster types play a significant role in gameplay, with Natural monsters being widespread across islands. These can have multiple elements and be bred to create new ones, but the process becomes more complicated as the target monster has more elements. You'll discover various monster types, such as Fire, Magical, Ethereal, Seasonal, Legendary, Supernatural, Mythical, Celestials, Rares, and Epic Monsters, each with its unique islands and unlocking conditions. Coins are the primary currency, used for purchasing structures, placing structures, buying monster eggs, and producing treats in Bakeries. Monsters generate coins passively, or you can earn them by selling unwanted monsters, completing missions, or participating in events. Structures include buildings like Castle, which determines the number of beds available for monsters to rest, and Nursery, where eggs hatch. Upgrading the Nursery is a crucial step in speeding up hatching times, allowing players to reduce the time required for eggs to hatch significantly. The Breeding Structure, unlocked early in the game, enables players to combine monsters that have reached level 4 or higher, creating new variants with unique characteristics by combining their parents' elements. Although obtaining rare combinations may take repeated attempts, it's essential to persist until the desired monster is acquired. Decorations play a vital role in enhancing coin generation rates as they can increase monster happiness levels, leading to faster coin production. By placing decorations that boost specific monsters' happiness near them and planning island layouts accordingly, players can maximize their coin earnings. Additionally, feeding treats to existing monsters allows them to gain XP, level up, and generate more coins over time, making upgrades a key aspect of the game.

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